Dreamcast™
NFL
BLITZ
2001
OFFICIALLY LICENSED PRODUCT
NFL
PLAYERS INC
EVERYONE
E
CONTENT RATED BY
ESRB
MIDWAY
T-9712N

WARNING

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

GETTING STARTED 3-4
GAME CONTROLS 5-6
VISUAL MEMORY UNIT (VMU) 7
MAIN MENU 8
OPTIONS MENU 9
PLAYING THE GAME 10-11
SEASON MODE 12-13
TOURNAMENT MODE 14-15
BLITZ EDITORS 16
PLAYBOOK EDITOR 17-21
PLAYER EDITOR 22-23
TEAM EDITOR 24-25
PARTY GAMES 26
HINTS AND TIPS 27
NOTES 28
CREDITS 29
WARRANTY 30

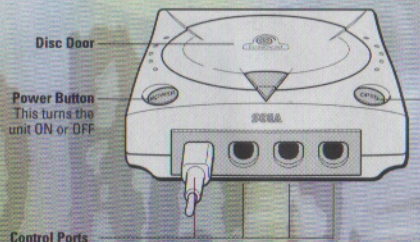
804530

GETTING STARTED

Before you begin to play NFL® Blitz™ 2001, pay attention to the following information regarding your Sega Dreamcast Hardware Unit.

- Be sure the Power is off on your Sega Dreamcast system.
- Plug in your Sega Dreamcast controller.
  *One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers and peripherals are sold separately. For more information on the Sega Dreamcast controller, see the next page.
- Insert your NFL Blitz 2001 Sega Dreamcast Specific Disc.
- Press the Power Button to activate the Sega Dreamcast.
- Follow on-screen game instructions.

SEGA DREAMCAST HARDWARE UNIT

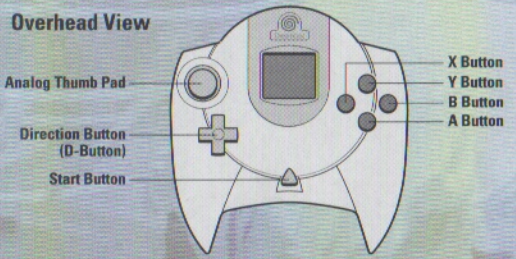

Disc Door
Power Button
This turns the unit ON or OFF
Open Button
Press to open the Disc Door
Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.

GETTING STARTED

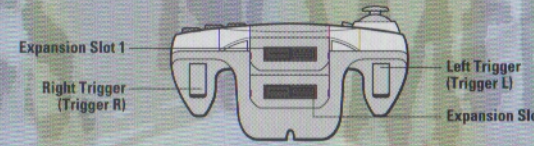
NFL Blitz 2001 is a 4-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



GAME CONTROLS

Here are the basic controls for NFL Blitz 2001. Please refer to the previous page for the button locations on your controller.

BASIC MOVES ON OFFENSE

- MOVE PLAYER: Directional Button
- TURBO: Left Trigger
- JUMP: A Button
- PASS: B Button

BEFORE THE SNAP (OFFENSE)

- MOVE MAN IN MOTION: Move the Directional Button Left or Right
- HIKE BALL: A or B Button

BEHIND THE LINE OF SCRIMMAGE (OFFENSE)

- PASS: Directional Button towards receiver + B Button
- HURDLE: A Button
- HIGH HURDLE: Left Trigger + A Button
- TURBO RUN: Hold the Left Trigger
- SPIN MOVE: Press the Left Trigger twice
- JUMP PASS: A Button, then B Button
- FAST PASS: Left Trigger + B Button
- DIVE FORWARD: Left Trigger + A Button twice

GAME CONTROLS

OVER THE LINE OF SCRIMMAGE (OFFENSE)

- LATERAL BACK: B Button
- STIFF ARM: Left Trigger + B Button
- HURDLE: A Button
- HIGH HURDLE: Left Trigger + A Button
- TURBO RUN: Hold the Left Trigger
- SPIN MOVE: Press the Left Trigger twice

BLITZ PASSING (OFFENSE)

As an alternate way to find your receivers, hold the Right Trigger to bring up button icons underneath the receivers. Press the corresponding button to throw the ball to that receiver.

BASIC MOVES ON DEFENSE

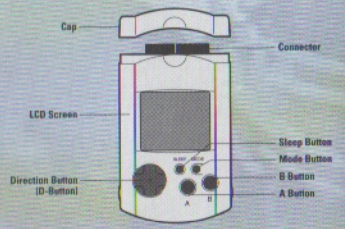
- MOVE PLAYER: Directional Button
- TACKLE: Move your player into the player carrying the ball
- DIVE TACKLE: Press the A Button
- CHANGE PLAYER: Press the B Button
- TURBO RUN: Hold the Left Trigger
- INTERCEPT/SWAT BALL: Press the A Button
- PUSH OPPONENT: Left Trigger + B Button
- POWER TACKLE: Left Trigger + A Button

VISUAL MEMORY UNIT (VMU)

Use this device to Load or Save Configuration Data and options settings to your VMU. After selecting a Load or Save option, press the A Button to Load or Save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the VMU until the next time you play NFL Blitz 2001 . The VMU will automatically load any saved data when powering up the console, as long as you have a VMU inserted in your Sega Dreamcast.

VISUAL MEMORY UNIT (VMU)



The number of memory blocks required to same game files varies according to the type of software and content of files to be saved. For example, an entire NFL season can take up to 60 blocks alone.

Game information can be saved to the console's main memory. Once the power is turned off, this information will be lost. IT IS HIGHLY RECOMMENDED THAT YOU USE A VMU TO SAVE INFORMATION!!!

IMPORTANT WARNING

While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

MAIN MENU

After pressing Start from the Title Screen, the Main Menu is displayed. You can then choose from the game options listed below. To select an option, move the Directional Button to highlight the option, then press the A Button to select the game option. Press the B Button to go back to the previous menu screen.

ARCADE - Want to jump right in and play a game? Arcade Mode is the place to do it. Up to Four players can participate. Winning Arcade Mode games allows you to earn points that can be used to create your own players and teams! See Pages 22-25 for more information.

OPTIONS - The Options Menu allows you to adjust certain settings in the game and the configuration of your controller. See the next page for more details.

SEASON - Up to 8 players can compete in Season Mode. More information is available on Pages 12-13.

TOURNAMENT - Host a tournament with up to 8 teams. Check out Pages 14-15 for more details.

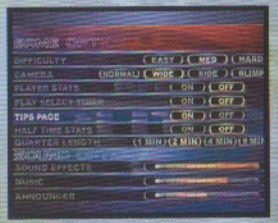
BLITZ EDITORS - Edit and create plays, players and even create your own team! See Pages 16-25 for all you need to know.

PARTY GAMES - Choose from 3 different mini-games to challenge your Blitz skills! See Page 26 for more information.

OPTIONS MENU

Select OPTIONS from the Main Menu and press the A Button. The Options Menu allows you to adjust different settings in the game as well as the configuration of your controller. Select either OPTIONS or CONTROLLER and press the A Button.

OPTIONS


GAME OPTIONS
DIFFICULTY (EASY) (MED) (HARD)
CAMERA (NORMAL) (WIDE) (SIDE) (BLIMP)
PLAYER STATS (ON) (OFF)
PLAY SELECT TIMER (ON) (OFF)
TIPS PAGE (ON) (OFF)
HALF TIME STATS (ON) (OFF)
QUARTER LENGTH (1 MIN) (2 MIN) (4 MIN) (8 MIN)
SOUND OPTIONS
SOUND EFFECTS
MUSIC
ANNOUNCER

This sub-menu is split into two sections. Game Options contains all the options dealing with the structure of the game. These options include game Difficulty, Camera angles, Stats, Quarter Length, etc. The second portion are Sound Options. These options deal with the volume of different sounds in the game such as background Music, Sound Effects and the Announcer. Each option can be adjusted by pressing Up and Down on the Directional Button or Analog Thumb Pad to highlight the option to be adjusted. Next, press Left or Right to change the option setting. Sound Options appear as a volume bar. The bar will decrease (lower the volume) and increase (raise the volume) when adjusted. When you are finished, press the A Button to save your settings (if you are using a VMU or to save to the console's main memory) and return to the Options Menu.

CONTROLLER

You can change the configuration of your controller in this sub-menu. To change the configuration, select the action you want to adjust. Next, press the button that you want to use for that action. To restore the configurations to their initial (or default) settings, highlight INITIALIZE and press the A Button. You can also Load and Save your configurations here if you have a VMU present (with saved information on it) or if your information is saved to the console's main memory. When you are finished, select DONE and press the A Button.

PLAYING THE GAME

Before we get into the other game modes in NFL Blitz 2001, let's talk about the basic rules and features you'll find when playing.

CONTROLLER SELECTION

Up to four players can participate in some game modes of NFL Blitz 2001. At the Controller Select screen, move your controller to the player number you wish to play as. This feature allows players to compete against each other or team up against the CPU team. When you have selected your player number, press the A Button to continue. Press the B Button to cancel the selection.

TEAM SELECTION

Only players located in the Player 1 or Player 3 spots of the Controller Select screen will be able to choose their team. Press Up and Down to view the different NFL teams. The bottom of the screen will show the team's statistics. To select your team, highlight the team and press the A Button to continue.
HINT: To select your team at random, press Left on the Directional Button (or Analog Thumb Pad) and press the Left Trigger at the same time.

PLAYING THE GAME

ENTERING CODES

Before each game begins, you will see the Match-Up screen. Below each team will appear a set of three icons (depending on how many players are participating). Press the three gameplay buttons (depending on if you changed the configuration of your controller or not) to cycle through a series of icons. After you have entered the icons, press the Directional Button or Analog Thumb Pad in a specific direction. If you've entered the code correctly, you'll hear a sound confirming your code along with text showing what code was accessed.

PLAYER LOCATIONS

NFL Blitz 2001 supports up to four players. When on the field, each player will have their player number (1,2,3 or 4) from the Controller Select screen (see the previous page). Each player's Turbo Meter will appear on the bottom of the screen. Make sure you watch this meter carefully because you never know when you might need it.

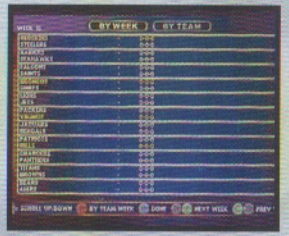
SEASON MODE

Season Mode allows you to take control of a team and play it through an entire NFL season. At the Main Menu screen, highlight Season and press the A Button. You will then be given two options. New allows you to pick a team to use for your season. Load will let you load a saved season.

LOAD SEASON

If you choose to Load a season, highlight Load and press the A Button. Then you must select the saved season from your VMU or the console's main memory. Once you have located the saved season, press the A Button to return to the Season Mode menu.

Once you have successfully loaded a saved season or began a new one, you are now ready to continue. At the Season Mode menu screen the remaining menu selections will become available. From these selections you can play your next game (Play Week), check your Results (see next page) and adjust the Season Options. You will also have the option of starting a New season, Loading a season and Saving your progress.



NOTE: You may only adjust Quarter Length and Difficulty options before the game. These options are not adjustable between quarters of a game in progress.

SEASON MODE

SEASON INFO

Under the Info selection on the Season Mode menu screen, you can look up your team's standings and other information from your season. Highlight Info and press the A Button. Move Up or Down with the Directional Button to highlight which result you wish to view.

VIEWING INFO

The Info Menu contains all you will need to know about your season. With Schedule, you can view your upcoming schedule and who you're going to be playing against. With Standings you can view your team's current ranking as well as the other NFL teams. Your team will be highlighted but you can view the other teams by pressing Up or Down on the Directional Button. Statistics lets you know where you are in regards to Passing, Rushing, Defense, Points, etc.

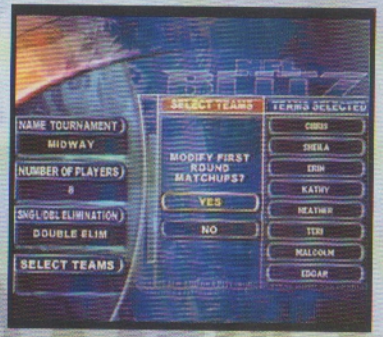
This is a good way of measuring your team against the rest of the league. You can scroll through the different statistics by pressing Left and Right on the Directional Button. You can view where other teams are in regards to statistics by pressing the Left or Right Triggers.

TOURNAMENT MODE

SETTING UP A TOURNAMENT

When you select Tournament from the Main Menu screen, you will be given two options: New (begin a new tournament) or Load (load a saved tournament from a VMU or Main Memory). When you select New, you must enter a name for the tournament. Move the Directional Button in any direction to highlight letters. Press the A Button to select a letter. When you are finished, highlight END and press the A Button.

Next, you will select how many teams will be in the tournament. Highlight the number of teams you'd like, then press the A Button again. Next you will choose whether you want Single or Double Elimination. Single Elimination means that if you are defeated a single time, you are out of the tournament. Double Elimination means you must beat your opposing team twice before advancing in the tournament.



After you set up your tournament, all the teams will be allowed to enter a name for themselves. Press Up or Down to select a team, then press the A Button to access the Enter Name Screen and enter a name. Repeat this process for all teams.

TOURNAMENT MODE

If you have selected an ODD number of teams to participate in the tournament, one team will have a BYE for their first game. A BYE means that the team with the BYE does not have to play. Once the first team has been eliminated, the BYE team will then have to compete in the second round of the tournament.

Once your tournament has been set up, you are now ready to get it going. Under the Tournament Options menu, select Play and press the A Button. You'll then go to the Controller Select menu and select what controllers you'd like to correspond with the players.

After you have set up your Tournament and want to save it, at the Tournament menu highlight the Save sub-menu. Press the A Button and choose what save slot you would like to save to.

MIDWAY WARRANTY REGISTRATION

TO BE ELIGIBLE FOR CUSTOMER SUPPORT AND PRODUCT UPGRADES, YOU MUST COMPLETE THIS WARRANTY CARD AND RETURN IT TO MIDWAY HOME ENTERTAINMENT INC.

ALL QUESTIONS SHOULD BE ANSWERED BY THE MAIN USER OF THIS GAME:

Name:_____ **Phone:** (_____) _____

Address:_____ **City:**_____

State:_____ **Zip:**_____ **Birth Date:** ____/____/____ (MONTH / DAY / YEAR) **Male**____ **Female**____

GAME PURCHASED:_____ **SYSTEM:**_____

WHAT SYSTEMS DO YOU OWN? ◯ NINTENDO® 64 ◯ PLAYSTATION® GAME CONSOLE ◯ SEGA DREAMCAST™
◯ GAME BOY® ◯ GAME BOY® COLOR ◯ PC ◯ MAC

FAVORITE GAME CATEGORY (check one): ◯ ACTION/ADVENTURE ◯ SPORTS ◯ ROLE PLAYING
◯ DRIVING ◯ WITS & SKILL ◯ OTHER:_____

HOW MUCH TIME PER WEEK DO YOU SPEND PLAYING VIDEO/COMPUTER GAMES? ◯ 4 HOURS OR LESS ◯ 5-9 HOURS
◯ 10 - 15 HOURS ◯ OVER 15 HOURS **HOW MUCH TIME PER WEEK DO YOU SPEND ON THE INTERNET?** ◯ 4 HOURS OR LESS
◯ 5-9 HOURS ◯ 10 - 15 HOURS ◯ OVER 15 HOURS

WHAT MAGAZINES DO YOU READ? ◯ ELECTRONIC GAMING MONTHLY ◯ NINTENDO POWER ◯ GAMEPRO
◯ OFFICIAL PLAYSTATION® MAGAZINE ◯ OFFICIAL SEGA DREAMCAST™ MAGAZINE ◯ NEXT GENERATION ◯ OTHER_____

HOW MANY GAMES DO YOU PURCHASE AND/OR RECEIVE PER YEAR? ◯ 1 - 2 ◯ 3 - 4 ◯ 5 - 6 ◯ 6 - 7 ◯ MORE

DO YOU RENT GAMES BEFORE YOU PURCHASE? ◯ OFTEN ◯ SOMETIMES ◯ RARELY ◯ NEVER

DO YOU WISH TO CONTINUE RECEIVING INFORMATION FROM MIDWAY REGARDING CURRENT AND UPCOMING TITLES? ◯ YES ◯ NO

WOULD YOU LIKE YOUR INFORMATION SHARED WITH OTHER COMPANIES WHOSE PRODUCTS OR SERVICES MIGHT BE OF INTEREST TO YOU?
◯ YES ◯ NO

PLACE
STAMP
HERE

P.O. BOX 2008
CORSICANA, TEXAS 75151-2008

BLITZ EDITORS

NFL Blitz 2001 allows you to make not only custom plays, but custom players and teams as well! Select BLITZ EDITORS from the Main Menu and press the A Button. The Blitz Editors Menu will appear, giving you the choices below:

PLAYBOOK EDITOR

This sub-menu allows you to create new plays, edit the existing playbook, name your playbook and set audibles. See Pages 17-21 for more information.

PLAYER EDITOR

Create your own player! This great feature allows you to change a player's attributes like Speed, Endurance, Throwing and more! Check out Pages 22-23 for more details.

TEAM EDITOR

This feature allows you to create and staff your own NFL team based off of an existing team. You can change the team's name as well as build up your roster of players through trading with other teams! All the stuff you need to know is on Pages 24-25.

USING THE PLAYBOOK EDITOR

Using the Playbook Editor is a great way to improve your team's skills on the field, and show your opponents your knowledge of the game. Create entirely new plays to crush your opponent. The following pages will give you instructions on how to Create your own plays, Edit existing ones and Customize your playbook!

EDITING OFFENSIVE PLAYS

Select Offense from the Playbook Editor menu and press the A Button. You'll notice nine blocks on the right of the screen. If you have no saved playbook data you must create some. If you are just starting your playbook, the option Create/Edit will only be available. Press the A Button at this option to continue. Next you can select which of the nine blocks you wish to be your new play. Select one and press the A Button. The rest of the menu options will now be available:

FORMATION – Normal, Fake Field Goal & Fake Punt. Choose which type of formation you'd like to start with by pressing the A Button. Another selection menu will offer you other aspects of the formation. Each time you highlight an option, a preview will appear below.

EDIT ROUTES – Control each player on your offense. For information on creating the running routes, see Editing Player Routes on the next page.

NAME PLAY – After you are satisfied with your newly created play, name it.

EDITING DEFENSIVE PLAYS

If you select Defense from the Playbook Editor menu you will find the options are basically the same. With Play Types you can choose from Normal defensive play to a Blitz. Formation refers to how you want your defense to be set up on the field. Select from the six choices and press the A Button.

You can also name your defensive play, and set defensive action points (rush, zone, man), as well as place your players in their starting position. More information on editing routes is available on the following page.

EDITING PLAYER MOVEMENT

When you are creating an offensive or defensive play, select what type of play it will be and then choose Edit Routes. Highlight each player by pressing Up or Down on the Directional Button and select them by pressing the A Button. Move the player on the field with the Directional Button.

Set route actions (Juke, Spin, Fake, Block, Turbo, Wave, and Delay) to change your player routes. Information on each type of action is displayed at the top of the screen as you select an action to change.

OFFENSIVE MOVEMENTS

Select a player and press the A Button. On screen instructions appear as you edit. Move your Receivers along the Line of Scrimmage and down the field using the Directional Button. When you press the A Button, a screen will become available with different movements the player can perform. Select the move you want the player to do and press the A Button.

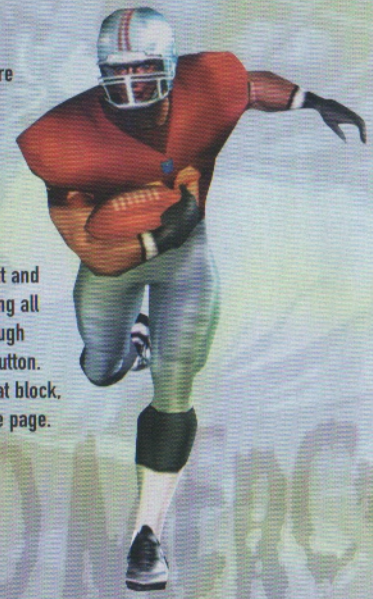
You can have your player run straight, spin, cut to the left and then turbo into the end zone. Your Quarterback can either stand in a Regular Set or a Shotgun position.

DEFENSIVE MOVEMENTS

Select the Formation your defense will be in. This will determine whether you have Four or Five Defensive Backs on the field. Select a player and press the A Button. Next select where that player will be and what action that player will be performing (Man 2 Man, Zone coverage or Rush).

After you're set, select DONE and press the A Button to return to the Playbook Editor: Defense menu. The menu works the same as in Offense. You can now Name your play and return to the Playbook Editor main menu to save it.

EDITING THE PLAYBOOK



Select Playbook from the Playbook Editor menu. You are now able to configure the game's playbook. You can select from the three offensive playbook pages, the defensive page or set your audibles. Use the button prompts at the bottom of the screen to select your Playbook page.

Move the Directional Button to the play you wish to edit and press the A Button. A small window will appear showing all the plays that are available to you. You can scroll through each one by pressing Up or Down on the Directional Button. Once you have selected a play you wish to place in that block, press the A Button. The same is done for the defensive page.

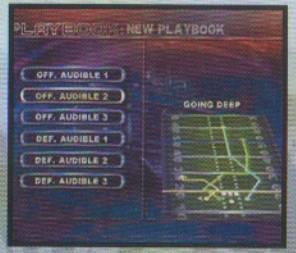
PLAYBOOK EDITOR

SETTING AUDIBLES

Audibles are plays changed at the line of scrimmage. This is great when you notice that the defense is set to stop your play and you're about to pay for it. Select Playbook from the Blitz Editors menu and then select Set Audibles. Next select from Offense or Defense. The Right Trigger (along with the Directional Button Left and Right) is used to call your audibles during the game.

Select from Audible 1, 2 or 3 and press the A Button. Next select what play you want to correspond with that Audible.

During the game, you can call an Audible. The initial button for an audible is the Right Trigger. Press this and then move the Directional Button Left and Right to select your audible. Do this at the line of scrimmage before the play begins.



PLAYER EDITOR

Before you begin to create your own player, you must accumulate points by winning games in Arcade Mode. These points can then be applied to your custom player's attributes. When you access the Player Editor Menu for the first time, you must create a new player. Select NEW from the Player Editor Menu and press the A Button. Next, select MODIFY and press the A Button. You will now be able to view your created player and assign specific attributes and features to him. Remember to save your created player at the Player Editor Menu by highlighting SAVE and pressing the A Button.

NAME

Select a name for your player. You can enter a First and Last Name for your player. Both the First and Last names can be up to 12 letters in length.

ATTRIBUTES

Attributes are special abilities that each player has. The six attributes can be adjusted by pressing Left and Right on the Directional Button or Analog Thumb Pad. When you move an attribute's meter to the left, you will gain points but lower the attribute itself. For example, if you take away from the SPEED attribute, your player will be considerably slower. Attribute points range from 1 (terrible) to 20 (almighty). Here's a breakdown of each attribute.

POWER - The strength of the player. This is very important for a blocking player.
SPEED - This determines how fast a player can run. This is important for receivers.
AGILITY - This defines a player's ability to fake, spin, etc. This is good for all Offensive players.
ENDURANCE - This determines how long a player can use their Turbo Boost before the meter runs out.
THROWING - Very important for Quarterbacks. This determines not only aim, but throwing speed as well.
BALL HANDLING - Crucial for all ball carriers. The lower the score, the more likely you will fumble!

PLAYER EDITOR

SKIN

Choose from skin colors to custom uniform styles.

NUMBER

Enter your created player's jersey number here. It can be either a single or double-digit number.

HEIGHT

Choose how tall your created player will be. Using the Directional Button or Analog Thumb Pad, press Left and Right to adjust the player's height. Players can be as short as 5 feet, 0 inches or as tall as 7 feet, 0 inches.

WEIGHT

This feature determines the weight of your player. You can adjust the player's weight the same way as you did the player's height. The weight limits are 160 pounds to a whopping 350 pounds.

POSITION

Assign your player a position on the field. Select from 11 Offensive and Defensive positions. You can use the Playbook Editor (Pages 17-21) to put them in the right spot on the field.

When you are finished creating a player, remember to save them to a VMU. When you attempt to Save or Load a player, remember to do so at the Player Editor Menu.

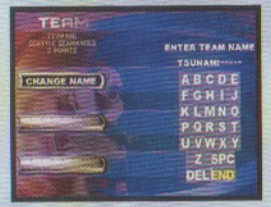
TEAM EDITOR

When you access the Team Editor for the first time, you will have to create a new file. Select NEW and press the A Button. The Team Editor Menu allows you to create a NEW team, LOAD a previously saved team, MODIFY a team and SAVE your team. Remember that you'll need to accumulate points by winning Arcade Mode games. Here's the breakdown of the Team Editor Menu.

Select MODIFY from the Team Editor Menu and press the A Button. From here you can change uniforms, change the team's name, trade players and more. Remember to save your progress when you are finished.

CHANGE NAME

This allows you to enter a new name for your team. The team's name can be up to 12 letters in length.



CHANGE JERSEY

You can change your team's jersey here. To change the jersey, press the A Button. Once you press the A Button, a screen will appear showing all of the NFL teams. Highlight the team with the jersey color that you want to use and press the A Button. This will access a new set of players as well. Once you have selected a team, you will be able to recruit and edit the players on your roster. Keep reading to find out how to trade and edit your players.

TEAM EDITOR

EDIT PLAYERS

Once you select EDIT PLAYERS and press the A Button, you will be able to view that team's roster. Remember that the team jersey you selected will give you that team's roster as well! You can view the players by moving the Directional Button or Analog Thumb Pad. To move to the next set of players on your roster, press the Left Trigger. When you have found the player that you want to edit, press the A Button. After you press the A Button, a new window will appear.

MODIFY PLAYER – This will take you to the Player Editor Menu, where you can modify your selected player however you wish. See Pages 22-23 for instructions. When you are finished, you will return to the Team Editor Menu. NOTE: YOU CANNOT MODIFY THE ATTRIBUTES OF EXISTING NFL PLAYERS!

REMOVE – This will waive a player from your roster. If you've spent points on a custom player, you will lose them when you remove the player.

LOAD CUSTOM – You can load your created players here. You MUST import the correct player type! For example, if you want to swap a Quarterback with a Linebacker, you will be unable to do so.

RECRUIT PLAYER – Selecting this option will take you to the NFL roster for that position. When recruiting players, sometimes you will gain points by making the trade. Sometimes you may need points in order to recruit the player and you'll have to win a few Arcade Mode games to earn those points.

CREATE NEW – This will take you to the Player Editor Menu. Create a new player (see Pages 22-23) and save them. They will now be able to be recruited.

PARTY GAMES

Select PARTY GAMES from the Main Menu and press the A Button. There are three games to choose from. Each game is designed to help sharpen your Blitz skills. Select a game and press the A Button. Next, select what player number you will be. When you're all set, select your team and press the A Button to continue.

1ST & GOAL FRENZY

The object of 1st & Goal Frenzy is to score a Touchdown from a designated area of the field. Initially, you will start from the 10 yard line. Not too hard, right? As you score, you are set back 10 yards. For example, if you score from the 10 yard line, you have to try next time from the 20 yard line, then the 30, 40, etc. You only get 4 Downs from each spot. There are NO First Downs!

GOAL LINE STAND

This game is the exact opposite of 1st & Goal Frenzy. The object here is to stop the Offense from scoring. The game starts with the Offense on the 50 yard line. Each time they score, they will move up 10 yards.

QB CHALLENGE

Quick reflexes are the key here. You must successfully pass the ball to your three receivers before the time expires. Each receiver will run a different route. The time limit is set by the receivers flashing. When a receiver is flashing, this basically highlights the receiver and tells you whom to throw the ball to. The receivers will only be highlighted for a few seconds! Points are awarded for each successful pass. If the receivers are "On Fire", special multiplier points will be awarded.

HINTS AND TIPS

- Remember that you can save information to the console's main memory. Once the power is turned off, you will lose that information. It is highly recommended that you save game data to a VMU.

- Teams that perform exceptionally well on the field will be set "ON FIRE" and will be even tougher to stop! On Offense, pass the ball to the same receiver three times in a row. On Defense, make the Offense lose yardage twice in a row. Don't let the opposition put your fire out! Turnovers, 1st Downs and allowing the opposing team to score will put your flame out instantly!

- To perform an Onside Kick (after a Touchdown and extra point attempt), press and hold Up on the Directional Button or Analog Thumb Pad and all three action buttons (based on what your controller configuration is). This is a great way to cause a fumble and recover the ball.

- REMEMBER TO SAVE CREATED PLAYERS AND TEAMS!!!

- To hide your cursor at the Play Select screen, move your cursor to the top left of the screen. Next, press Up on the Directional Button or Analog Thumb Pad twice. If you are using a VMU, you can still view the plays through the VMU's LCD screen!

- Watch your Turbo Meter carefully during the game! It's important to have Turbo when you need it. If you can enter the UNLIMITED TURBO code at the Match-Up screen, then you've got nothing to worry about.

- When running with the ball, the more spins you do can cause you to fumble.

- Try to use Audibles whenever possible. Calling an Audible is the best way to confuse your opponent.

NOTES

Here's some space to write down any notes you may find. Look for hints in magazines or on the internet. Remember those secret codes we talked about? There's a bunch of them, so you may want to record them here.

CREDITS

MIDWAY HOME ENTERTAINMENT TEAM

PRODUCER	Kevin Potter
ASSOCIATE PRODUCER	Sean Wilson
ASSISTANT PRODUCER	Matt Vella
TECHNICAL DIRECTOR	Scott Maxwell
PRINT DESIGN & PRODUCTION	Midway Creative Services - San Diego
PRODUCT MARKETING MANAGER	Tim Granich
TEST MANAGER	Hans Lo
TEST SUPERVISOR	Sheila P. Julaton
LEAD TESTER	Edgar Perez
TESTERS	James Dunne, Malcolm Scott, John Tajuna, Jason Jorgensen, Eric Rose, Tony Drake, Jason Neel, David Lloyd & Thang Nguyen
TECHNICAL STANDARDS ANALYSTS	Shon Flanagan, Jason Dickson & Clark Terrill
MUSIC AND SOUND FX	Tommy Tallarico
VOICEOVER	Tim Kitzrow
FMV SEQUENCES	Treanor Brothers Animation & Murphy Michaels
SPECIAL THANKS	Deborah Fulton,Rob Gustafson, the NFL, PLAYERS INC, Kathy Schoback, Teri Higgins, Donte Knipple, Joe Sislow, Mark Turmell & Sal Divita

AVALANCHE SOFTWARE TEAM

PROGRAMMING	Travis Nixon, Joe Barnes & Jason Humphrey
PRODUCER	John Blackburn
ARTWORK	Mike Thompson, Rodney Almos, Joe Williamsen, Tony Jones, Cody Jones, Todd Harris & Jeff Bunker
SOUND	Paul Webb
SPECIAL THANKS	Gary Lake & Robert Lamb

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE.

IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

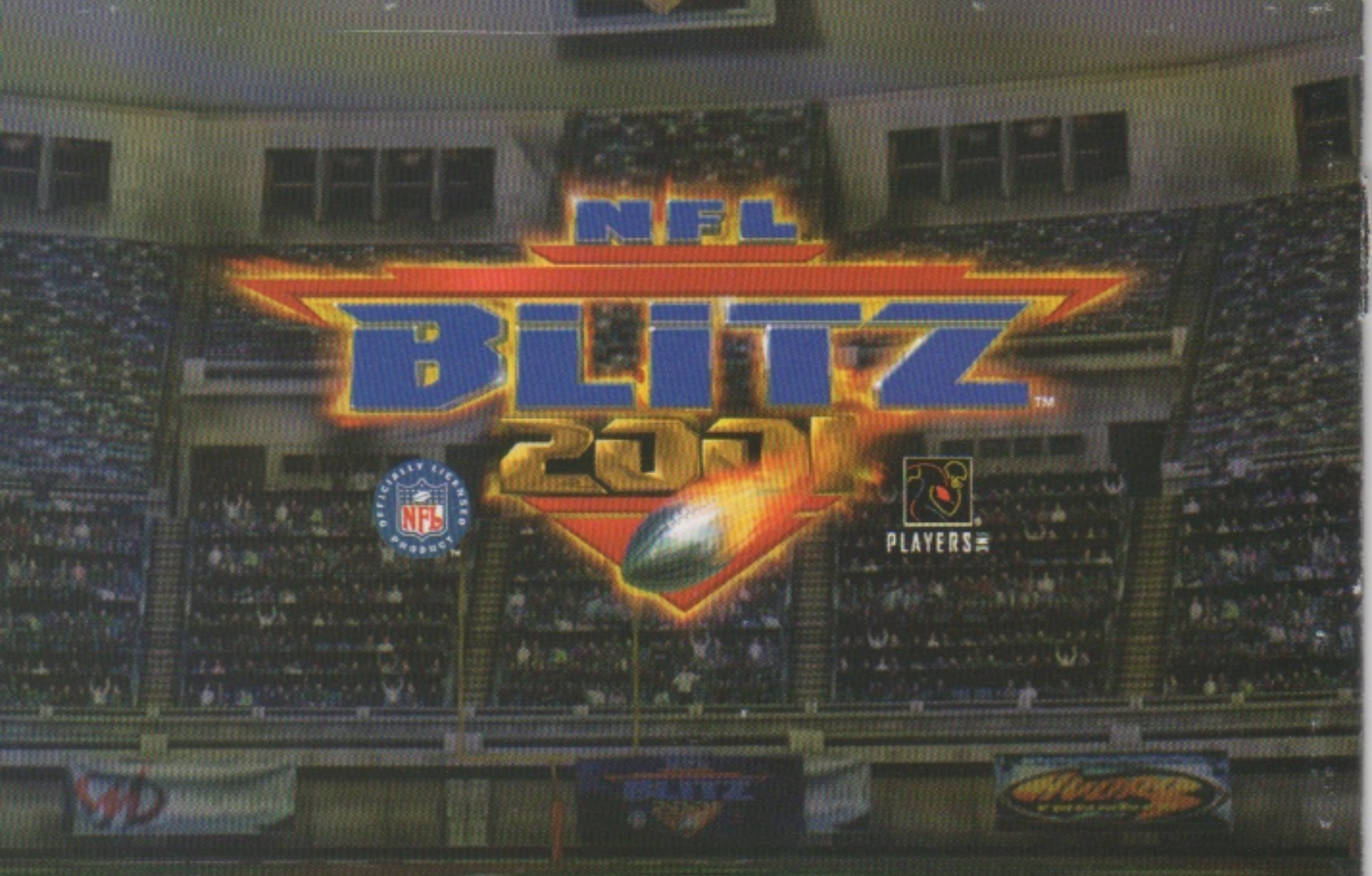
Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00AM - 6:30PM / CENTRAL TIME
MONDAY - FRIDAY
AUTOMATED HELP LINE OPEN 24 HOURS A DAY

ESRB RATING
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538; (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®



MIDWAY HOME ENTERTAINMENT • P.O. BOX 2097 CORSICANA, TX 75151-2097 • www.midway.com
NFL Blitz 2001 © 2000 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY, and the MIDWAY LOGO are trademarks of Midway Amusement Games, LLC. © 2000 NFLP. Team names and logos are trademarks of the teams indicated. The NFL shield, Super Bowl and Pro Bowl are trademarks of the National Football League. Officially Licensed Product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2000 PLAYERS INC. Used by permission. Converted by Avalanche Software, LC. Distributed under license by Midway Home Entertainment Inc.

MIDWAY

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

AVALANCHE SOFTWARE

SEGA